IRON MAN™ 2

TEEN
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MARVEL

SEGA®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing *Iron Man™ 2*. Please note that this software is designed for use with the PlayStation®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

IRON MAN™ 2

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Since Tony Stark made his shocking announcement to the world – "I am Iron Man" – the global super-arms race has begun. As Russia experiments with dangerous Tesla energy projection technology, Advanced Idea Mechanics (A.I.M.) combines materials science with an astounding disinterest in operator safety to produce armored exoskeletons. Meanwhile, energy company Roxxon has put its recent acquisition of Hammer Industries to use as it deploys a line of mobile battle platforms.

The world has seen the face of 4G warfare, and it's a face that has no real future unless Iron Man steps in, *right now!*

GETTING STARTED

PlayStation®3 System

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Iron Man™ 2* disc with the label facing up into the disc slot. Select the icon for the software title under **Game** in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select **Quit Game** from the screen that is displayed.

HINT To remove a disc, touch the eject button after quitting the game.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under **Saved Game Utility** in the **Game** menu.

• **About Autosave**

Games are saved automatically at key points during the game. Take care not to switch the power to OFF while saving is in progress.

Trophies

As you clear various conditions of the game, you will receive Trophies. These are indicated by an alert sound and a message appearing onscreen. These can be viewed by pressing the PS button and selecting **Trophy Collection** from the Home menu.

STARTING THE GAME

At the title screen, press the START button to progress to the Main Menu.

Main Menu

At the Main Menu, please select from the following:

■ **Campaign**

Select **New Campaign** to begin a new game from the beginning, or **Continue Campaign** to continue a previously saved game. Select the difficulty level of the game (**Easy**, **Normal**, **Hard**) and press the ⊗ button to start. Games are saved automatically at key points during the game. Take care not to remove your storage media or switch the power to OFF while saving is in progress.

■ **Options**

Make changes to a variety of game settings. See below for more information.

Options

Make changes to game settings as follows:

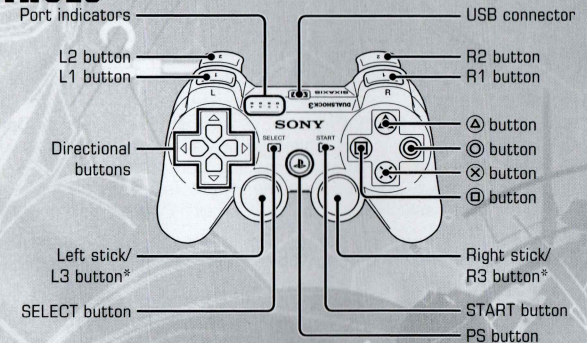
■ **Game Settings**

Camera Options	Change the behavior of the camera controls by setting the X and Y axis movement to **Regular** or **Inverse**.
Controller Options	Choose a Controller Profile and set controller vibration to **On/Off**.

■ **Audio/Video Options**

Music	Adjust the volume of music during gameplay.
Effects	Adjust the volume of sound effects during gameplay.
Brightness	Adjust the screen brightness.

CONTROLS



The default and alternate profiles control during gameplay is as follows:

Default/Alt.	Ground Environment	Flight Environment
Left stick	Move character, double tap in same direction to dodge	Move character
Right stick	Move camera/target reticule/targeting box in all directions	
△ button/ R1 button	Ascend (hover)	Increase altitude
✕ button/ L1 button	Descend, land	Decrease altitude
□ button	Melee attack	
○ button	Break enemy's attack chain	
Directional buttons	← Select secondary weapon → Select primary weapon ↑ Select melee attack combat program	
L1 button/ ✕ button	Engage afterburners, double tap to enter full flight mode	
R1 button/ △ button/	Lock on, use the right stick to change locked-on target	
L2 button	Fire secondary weapon	
R2 button	Fire primary weapon	
START button	Pause and display Pause menu (p.5)	

Afterburners

Depending on your selected control profile, press the L1 button or ✕ button once to engage afterburners for a short boost of speed, or twice to enter full flight mode. In full flight mode, use the left stick ↑ to increase speed, ↓ to brake, and ← → to strafe left and right. Use the right stick to control your direction of flight.

Combat Program

Both Iron Man and War Machine are capable of having multiple combat routines programmed into their suits, which determines the combat routine that will be engaged during melee attacks. Press the directional button ↑ to switch combat pattern.

Lock-On

Depending on your selected control profile, press the R1 button or △ button to toggle on/off the lock-on. When toggled on, you will lock onto the closest enemy to the targeting reticule. Also, while locked on, use the Right Stick to lock onto another enemy in sight.

Interaction Commands

On approaching an object that can be interacted with, such as a control panel, a button icon will be displayed on screen. Press the button displayed to interact with the object. In some cases the button may need to be pressed repeatedly at speed.

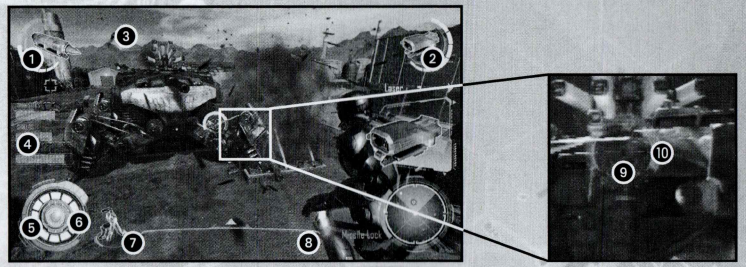
Some enemies can also be interacted with, allowing very powerful special attacks.

Pause Menu

During gameplay, press the START button to pause the game and display the Pause menu as follows:

Return to Mission	Cancel Pause and continue from where you left off.
Restart Last Checkpoint	Restart the mission from the last checkpoint reached.
Restart Mission	Restart the mission from the beginning.
Return to HQ	Abort the current mission and return to Headquarters.
Game Settings	Make changes to game settings (see p.3).
Help	Display additional gameplay instructions.

HUD



The gamescreen is viewed as follows:

❶ Secondary Weapon and Ammo
Press the directional button ⬅ to change weapon selection.

❷ Primary Weapon and Energy
Press the directional button ➡ to change weapon selection.

❸ Radar
Directions to objective and enemy locations are indicated here.

❹ Power Routing
Indicates how power is being routed to the three primary systems. See next page for more information.

❺ Shield Status
Shields replenish and stabilize when away from combat.

❻ Armor Integrity
If shields deplete to zero, subsequent damage reduces armor integrity. Armor cannot be regained during a mission, and allowing it to reduce to zero will cause mission failure.

❼ Current Combat Program

❽ Current Mission Objective

❾ Targeting Reticule
Indicates the direction weapons will be fired.

❿ Current Target Health
The ring around the locked-on reticule shows the current health of your target.

Power Routing

The bars on the left hand side of the screen indicate the current state of how the suit is routing power to the three primary systems; the **thrusters**, **shields** and **weapons** respectively. The settings are dictated by whether you are on the ground, hovering in the air, or in full flight mode.

Ground	Being on the ground means your shields and weapons will be getting full power. This means your shields will regenerate at a greatly increased rate and your ammunition will replenish faster.
Hover	While hovering, your thrusters will be allocated power to maintain altitude, so your shields and weapons will regenerate at a lowered rate.
Full Flight	During full flight mode, your thrusters will be allocated full power to achieve maximum speed, but your shields will be sacrificed and ammunition replenishment will be reduced to a minimum.

HEADQUARTERS

Manage your suit, weapons and equipment before departing on a mission. Use the left stick or directional button ⬅ ➡ to select a category or menu item, and press the ⊗ button to select. Press the ◉ button to cancel/return.

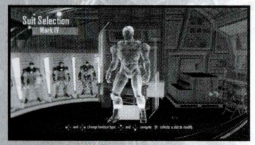
Missions

JARVIS shows a summary of the current suit you have selected, its loadout, and an image showing what mission you will be taking. Press the ◉ button to change the suit selection, the △ button to change the mission selection, or the left bumper to toggle between the last customized Iron Man armor and War Machine armor. Press the ⊗ button to proceed to the mission.

Note that JARVIS keeps a record of every mission Tony attempts. Completed missions can be reattempted in a simulation, and you can also select the next mission to progress the story.

Suit Customization

At the armory, choose a suit to wear and outfit it the way you see fit.



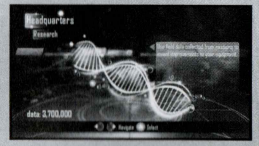
Suit Selection	Select a suit. Not all suits are available at all times. Some suits will become available based on high score and mission completion with numerous enemies defeated and armor integrity minimally compromised.
Weapons Loadout	Choose what to install in each available position of the suit. Use the directional button ⬆ ⬇ to toggle the active slot, and press the ⊗ Button to select a weapon to equip. Not all weapons can be equipped to all slots.
Close Combat Programs	Each suit can be loaded with two close combat programs. Use the directional buttons ⬆ ⬇ to toggle the active slot, and press the ⊗ Button to select a combat program to load.

Fabrication

Once weapons have been upgraded, and ammunition and modules have been invented, they can be assembled into a custom weapon to be equipped in a suit.

Use the directional button ⬆ ⬇ to toggle the active slot, and press the ⊗ Button to select an item to install from those you have invented.

Research



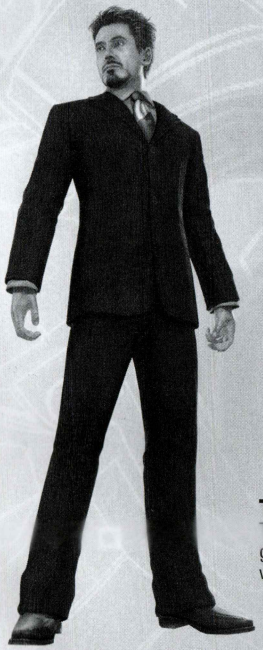
Using field data gathered on missions, Tony can invent new weapons, ammunition, or modules for his suit. Development requires a certain amount of field data which will be indicated on the left of the screen for each item. If you have sufficient field data, then selecting the item will complete the invention.

Weapons Development	Select a weapon to upgrade it to an improved version. Weapons begin at Mark I, and can be upgraded up to Mark III.
Modular Enhancements	Select a module to invent. These can be fitted to Mark I, II and III weapons to customize their performance.
Ammunition Invention	Select an ammunition type to invent. These can be loaded into Mark I, II and III weapons to improve their battlefield effectiveness.
Close Combat Programs	Select a combat routine to improve and update.

IRON MAN

The central hero of the game. His suit can hover, fly, has weapons concealed throughout, and can fire repulsors from the palms of the hands.

In this game, you will start with the Mark IV Iron Man suit. But as the game progresses, you will unlock other suits by fulfilling certain criteria.



Tony Stark
The man in the Iron Man suit. He is a scientific genius, impossibly rich, and makes frequent wisecracks.

WAR MACHINE

The former Mark II Iron Man suit, adapted by Hammer Industries and the U.S. military so that it now has heavier armor and multiple external weapons.

James "Rhodey" Rhodes
A U.S. Air Force Colonel and a friend to Tony Stark. Rhodey pilots the War Machine suit. He is soft-spoken, professional, and responsible.

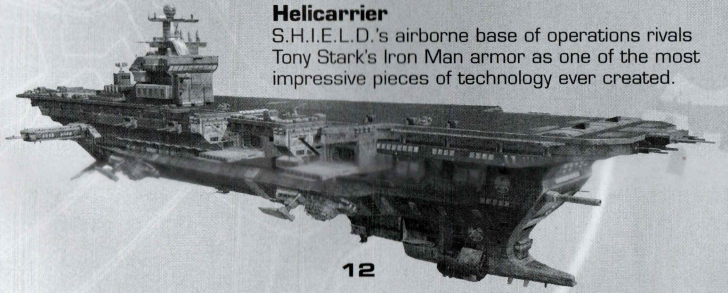
FACTIONS

S.H.I.E.L.D.

When the world's most state-of-the-art technology and best-trained soldiers just aren't enough, the Strategic Homeland Intervention, Enforcement and Logistics Division often calls upon Iron Man and War Machine to assist in their defense initiatives.

Nick Fury
The director of S.H.I.E.L.D. and commander of the Helicarrier.

Natasha Romanov
An agent of S.H.I.E.L.D. assigned to keep an eye on Tony Stark.



Helicarrier
S.H.I.E.L.D.'s airborne base of operations rivals Tony Stark's Iron Man armor as one of the most impressive pieces of technology ever created.

RUSSIA

Russian separatists under command of General Shatalov.

Valentin Shatalov
Russian separatist leader and pilot of the Crimson Dynamo.

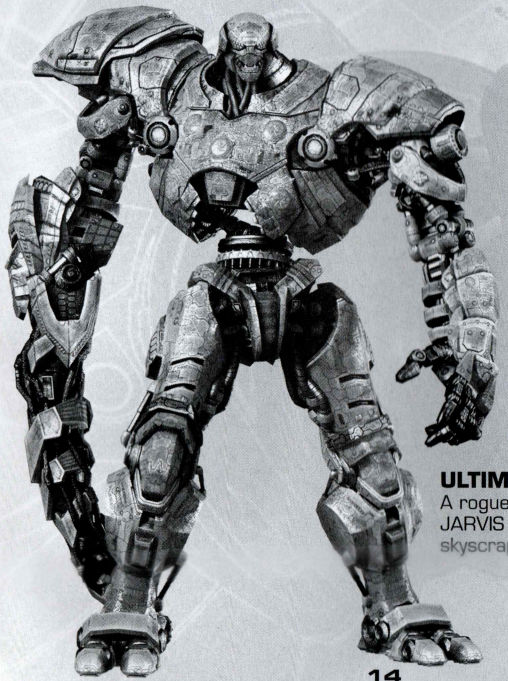
Crimson Dynamo
20-foot-tall power armor suit built by AIM for General Shatalov in exchange for the use of his Tesla power facility to power the processor farm needed to boot up ULTIMO. Can stun the hero or throw him back using attraction and repulsion fields. Also bull-rushes the hero and has ranged electrical attacks.

ROXXON

Multinational Industrial giant involved in energy production and military contracting. After purchasing Hammer Industries, they now operate the drone program for the U.S. military (though now they also sell to all comers, including General Shatalov).

AIM
An unscrupulous global technology company run by Kearson DeWitt. Much of the inventions are built on stolen Stark technology.

Kearson DeWitt
Former Stark employee and scientist with a desire to destroy Tony Stark.



ULTIMO
A rogue AI built from stolen JARVIS code. Appears in a skyscraper-tall battle chassis.

MUSIC CREDITS

Lamb of God – Hit the Wall
Written by Lamb of God, published by Sony ATV LLC/Subtle Arts or Publishing BMI
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NOVA – You are Dirty Water
Nova "You Are Dirty Water" music by Nova, lyrics by Gabriel McGahee
Published by Big Nothing
www.thelastnova.com

Pimp X – Zombie Apocalypse
Pimp X "Zombie Apocalypse" Written and Composed by Dean Martinetti
Published by Pimpin Music BMI, Courtesy of Rogue Records
www.roguerecordsonline.com

Hyro Da Hero – Petty Thieves
Hyro Da Hero "Petty Thieves" written by Edmun Davis and Fred Archambault
www.HyroDaHero.com

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